Stress	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14

Health	0	1	2	3	4	5	6	7

Story Points	0	1	2	3

Name		Buddy		Trait	
Career		Rival		Age/Gndr	

Agility		Empathy		Strength		Wits	
Mobility		Command		Close Combat		Comtech	
Piloting		Manipulation		Heavy Machinery		Observation	
Ranged Combat		Medical Aid		Stamina		Survival	

Condition	Time	NoRec	Dmg
Starving	DSTR	HS	HS
Dehydrated	DSTR	HS	HS
Exhausted	DSTR	S	sleep
Freezing	DSTR	HS	HS
Sick (deadly)	DSTR	H	H

Item	Wt	Skill
Total Weight:		

Signature Item	Wt

Armor	AV	Wt

Weapon	Range	Dice	AF?	Dmg	AV×	Wt
Total Weight						

Tiny Items

Talents

Critical Wounds

Background

Background

Food	0	1	2	3	4	5	6

Air	0	1	2	3	4	5	6

Water	0	1	2	3	4	5	6

Power	0	1	2	3	4	5	6